SMLACE INTERFACE

SANTA MARIA/LOMPOC ATARI COMPUTER ENTHUSIASTS

SOUTHERN CALIFORNIA ATARI
COMPUTER FAIRE VERSION 2.0

by Mike Jacobson

If you have never been to a computer faire, CES, or similar function, its hard to visualize the excitement that is generated in oneself from a few meager words on a typewritten page. But I shall attempt to convey my emotional experiences anyway....

From the time you walk through the front door, you are engulfed with the excitement of the occation. Every person from vendors, participants, to faire goers has the same interest....love for their ATARI computer. In my opinion, this is what generates the excitement, everyone sharing their small bits of knowledge and love for their computer with everyone else they contact.

Enough phylosophizing... on with the faire. The basement of the Glendale Civic Auditorium was filled to maximum capacity with 41 booths displaying all the latest and exciting new inovations for both the new ST and the older trusty 8-bit computers. According to John Tarpilnian, the organizer of the Faire, 1200 participants entered the Faire during the first hour it was open on Saturday. John estimated that the total attendence would be between 5000 and 7000 based upon the number of advanced tickets were sold.

Several computer stores from the L.A. area had booths set up to sell everything from repair parts and reference manuals to hardware modifications to all types of software including many of the greats from the early years of Atari. Analog, ST X-press and Antic were represented as well as many of the software publishers and distributers.

ATARI had a booth booth set up and was represented by Neil Harris and I believe by Sandi Austin although I did not meet her. They were displaying the *new Game system* which will be appearing in stores in time for Xmas shopping season. They also had several 1040 ST's running various demos. Star Raiders on the ST is very impressive (*maybe I'll have to break down and buy 'nother game for my ST*). There were also two Mega ST machines set up sided by side.... Both were set up to run the multiple flying bird demo, one with the Blitter chip and one without. The Blitter chip demo was remarkable faster and very smooth scrolling while the one without the Blitter chip was slow and noticable jumpy. I was very impressed with the improvement in the graphics display with the Blitter chip IInstalled. Atari was also passing out free signup information for GEnie. If you are interested, see me at the meeting or give me a call for the sign up code.

Michtron had a booth with all of the software for sale at special Faire prices.

Hybrid Arts was at the Faire with sixteen ST's set up running their famous Midi Maze for all to play... If you could get a seat at one of the ST's. I never did but it was very impressive to watch 16 users on 16 different machines battling against each other for top honors. Their booth was the one booth that was always crowded when I went back. They were also displaying some of their other midi programs for the Faire goers.

WordPerfect had a booth demonstratiing their ST version of their popular IBM word processor. It is fully GEM interfaced and includes macros, math, merge, sort, paragraph/outline numbering, spell checker, thesaurus, table of contents/index generation, text columns, undelete, and virtual memory. This is a full blown businness word processor for the ST, and has file compability with WordPerfect 4.1 for the IBM allowing for direct document transfer to the ST without losing document format. It also has a business price, $395, but it does place the ST in a position to compete with Big Blue for some of the business market.

Future Systems. Inc. was displaying a new sleek disk drive for the ST. The GTS-100 remindes me of the Indus for the 8-bit. There brochure sports the racing gloves and speaks of parking and test driving as did the Indus ads. It sports a small black case with busy and power indicators and track readout on the front panel. It is a double sided 720 K drive. Unfortunately, I did not get a retail price. Maybe Jim Wooding did.

All during the day, there were various conferences held on subjects such as midi, desktop publishing, and such. One of these conferences was sponsored by Atari in which Neil Harris talked about Atari, where it's come from and where it is heading. I will go over this at the meeting and write a short article for the next newslertter.

In closing, I would just like to say that attending a function such as this is an enjoyable experience not to be soon forgotten. If you get a chance to, make plans and attend the next one available.   You'll love it

The SANTA MARIA LOMPOC ATARI COMPUTER ENTHUSIASTS is an independent ATARI Computer Users Group.

Meetings are held the First Wednesday of Each Month at the Oak Knoll Bowl in Santa Maria, at 7:00 p.m.

Memberships include a Subscription to this Newsletter and free access to the Users Disk and Technical Library, and are $20.00 / year

ALL correspondence including Articles and Exchange Newsletters should be addressed to:

S.M.L.A.C.E.
P.O. Box 2286
Santa Maria, Ca 93455

OFFICERS

PRESIDENT
Gerry Stotts 937-4830

VICE PRESIDENT
Steve Ramm   937-0853

SECRETARY
Jim Keenan   937-6750

TREASURER
Ray Vigeant   922-7292

NEWSLETTER EDITOR
Mike Jacobson9 25-9390

8-BIT LIBRARIAN
Phil Pacheco   937-2608

ST LIBRARIAN
Doug Hadland 7 35-8067

BBS SYSOP
Pat Signs   937-3718

TREASURE CHEST
BBS
937-0245

ADVERTISING
RATES

Full Page $15.00
Half Page ..... $ 7.50
Qtr. Page ..... $ 5.00
Bus. Card ..... $ 2.50
Member Ads . FREE

Discount Rates Available
Contact Editor for Info

All advertising must be received by the 15th of the month to be included in the next month's newsletter

---

This newsletter is written and printed by members of the Santa Maria - Lompoc ATARI Computer Enthusiasts, an association of individuals with a common interest...Using and Programming the ATARI Computers. This group is not in any way affiliated with ATARI, INC., nor with any other commercially oriented organization. Any Logos, Trademarks or Company Names are used either with permission or as an informal method of referring to a product or company. All articles are written and donated by the membership and no guarantees are made as to the accuracy and validity of any information contained herein. Opinions expressed in this publication are those of the individual author and do not necessarily represent, nor reflect the opinions of the Santa Maria - Lompoc ATARI Computer Enthusiasts, nor those of any other commercial or non-commercial organization. Any article appearing in this newsletter may be reproduced, providing credit is given to the author and to the Santa Maria - Lompoc ATARI Computer Enthusiasts.

CALENDAR
of coming events
■■■■■■■■■■■■■■■■■

Wed. Oct. 7 - S.M.L.A.C.E. Meeting
              Oak Knowl Bowl 7 pm

Wed. Oct. 14 - ST SIG Meeting
               Jim Wooding's house
               396 Highland
               SM 7-9 pm

Wed. Nov. 4 - S.M.L.A.C.E. Meeting
              Oak Knowl Bowl 7 pm

November   ST SIG Meeting Time and
            Location to be Announced

PREZ SEZ

by Gerry Stotts

This is to say that legally I am still the 'Prez' but Steve Ramm will be doing the presidents job now. I don't have anything new and wonderful to tell you about. I really don't even know what will be going on this meeting. See Steve's column to find out that info.

I would like to take this opportunity to say THANK YOU to some wonderful people. The people I mean are those that have done so much for this club and me in the past 5 or 6 years. (This will be the first time since I joined that I am not an officer). I would like to thank Mike Jacobson for doing a great job with the newsletter. I like what he has accomplished and since I held that position for 1 1/2 years I know what a job that is! I would also like to thank Phil Pacheco for the great job he did of compiling a listing of what we have in the library (disks) and what each program does (yes I have held that position too!). I know these positions so I know how much work each of you have done when no one else would volunteer even five minutes!
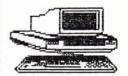
I don't want to leave the rest of you out either. I have had a great secretary and treasurer to help keep the books and money straight. I know that the BBS would not be here today without the hours and hours spent by two people, Dave Volt (past BBS Sysop) and Pat Signs, our current Sysop.

Thanks to Mike Jacobson (again) and Doug Hadland we have an ST library and SIG (I hope to see the SIG continue). I would also like to thank all the other people that have volunteered their time in the past to any and all offices too.

Now, did I leave anybody out? Just kidding Steve! Yes our trusty Vice-President was there when I needed him, filling in wherever needed (and I needed him alot). If each and every one of you were worth 1/10 of what these officers are worth, we would be falling all over ourselves with volunteers for each and every possible position and demonstration! I am sorry that I cannot be at the next few meetings. My class is very demanding and I

cannot miss any more or I will flunk. Good luck to the new officers. See all you volunteers later (about December or January).　　-Gerry-

---

Put your Computer to Work

WRITE
a Newsletter Article
TODAY

SECRETARY'S REPORT

by Jim Keenan

The September meeting was held at Oak Knoll Bowl, Wednesday September 2, 1987. As of Aug. 12, SMLACE has a membership of 56. The constitution requires a 20% quorum for the annual election. There were 23 members present.

Gerry Stotts opened the meeting, with a demonstration of FORMS GENERATOR, on the 8-bit computer. Chester E. Hadley announced he had tickets for ACENET's ATARI FAIR to be held at the Glendale Auditorium, September 19 & 20.

Gerry Stotts opened the floor for nomination of officers for the coming year. The following were elected:

President: Steve Ramm
Vice president: Mike Jacobsen
Librarian: Pat Signs
Secretary: Don Christensen
Treasurer: Mike Townsend
St Librarian: Doug Hadland
Newsletter Ed: Robbie Paplin

Between now and Jan. 1, the new officers will work with the incumbent officers to learn their duties.

Jim Wooding gave demos on the 1040ST of GAUNTLET, MAD LIBS, TRAIL BLAZER, AND 10th FRAME.

Pat Collins won the raffle and chose the program DATA PERFECT.

HOW TO KILL A USERS GROUP

1- Do not attend meetings, if you do, arrive late.
2- Be sure to leave the meeting before it's over.
3- Never offer your opinion at a meeting, wait untill your outside.
4- When at a meeting, vote to do everything, then go home and do nothing.
5- The next day, find fault with the officers and your fellow members.
6- Take no part in your organizations affairs.
7- Sit in the back and start up your own meeting with one or more members during discussion periods; if you keep it low no one will notice.
8- Get all the organization can give and give nothing in return.
9- Talk cooperation but never cooperate.
10- Never ask anyone to join the organization.
11- Threaten to resign at every oppertunity, especially when things are not going your way.
12- If asked to help, always promise to do so, but be busy when called upon.
13- Never accept an offer; better to criticise than be criticized.
14- If, in a moment of weakness, you find you have gotten yourself on a committee, apply all of the above rules and let the chairperson do all of the work.
15- Do not do anything more than you have to, and when others give freely and willingly of their time and talents to help the cause, be the first to leap to your feet to remind everyone that:

WHAT'S WRONG WITH THIS CLUB IS THAT IT'S BEING RUN BY A CLIQUE !!!!!!!!!!!!

Reprinted from "Portland Users Of 99's"

VP SAYS

by Steve Ramm

This last month was anything but quiet. New projects, the fair in Glendale, change in officers, planning, DOM's and co-ordination with the Federation made all the more difficult by my winning The Hacker's Challenge (not really. I mean I did win, but they only hated me for a little while). Let's take these on one by one.

We are going to have an ST raffle. Each of you is responsible for taking and selling one book of tickets(10).

There is an eleventh ticket in the book that is yours only if you sell the first ten. You can enter that ticket yourself or give it away or sell it. The only stipulation is that it will not be honored (received by the accounting committee) unless you have sold the first ten. We will be selling the tickets along with the Vandenberg club. Each club will have 25 books of tickets. Tickets will be passed out at the October meeting and the drawing will take place at the December meeting.

It was decided, in view of so many overlapping memberships, that the only fair thing to do was to split the costs and the proceeds 50/50 between the two clubs. There will only be 500 tickets sold so we not only have that as a selling point but also, if you sell, you will benefit by that extra ticket. The winner will get a certificate for a monochrome 520ST which he can then redeem for the stated equipment or pay the difference for an upgrade.

We decided that we would sell raffle prizes at the meeting after the raffle is held. Cartridges are $5, cartridges that come with instructions are $9 and packaged software will sell for $12. We are hoping that we can make more software available to the members this way

The fair was fun. I understand it wasn't as large as others, but for me it did nicely. I haven't seen this much Atari-ware together in one spot, so I thoroughly enjoyed myself. I had gone with the intention of picking up a few things (like a ram disk) but I couldn't get the information I wanted so this is one project that will have to wait. Between myself and others we secured quite a few PD disks that we are going to be releasing over the next year. All the details haven't been worked out but the idea is that we not duplicate each other's (The Federation) disks. Essentially each club will have 12 new disks over the coming year. The other club's disks will eventually be available as a second disk of the month. So if you are a member of one of the clubs you will eventually be able to get all 24.

After the fair, I visited a store in Santa Ana this is a liquidater for software. They buy from stores that close down permanently or from software companies that have gone down under (I don't mean Australia). They have software for just about any computer you can think of. Vic 20 and Times Sinclair to name a few distant ones. They must have several hundred Atari titles, mostly games. I bought one, an APX classic, "Galahad and the holy Grail", v. 1.2 by Douglas Crockford. Unfortunately I bought it without instructions so if anyone out there within the sound of my voice has a copy with instructions....

The changing of officers is going smoothly so far. We need to plan ahead more. Too much is being pulled together at the last moment. This is where you can come in. I intend to set up an agenda through the end of the year (1988) and pencil things in as soon as possile. Along with planning is an emphasis on co-ordination with the clubs around us. There are ways that we could be helping each other. I think the Aladdin demonstration proves this. We had over 80 people there from the three clubs. I'm not saying that we could do this every month. But alot of people bought at that meeting and we could get some really good presentations from people with a crowd of 80 to 100 people as a promised attendance.

"The Hacker's Challenge" was a challenge. I understand that Paul Alhart is going to explain how he did it and how to solve it in their next meeting. I was talking with him and others about a new project that could envolve both clubs. One of the complaints about his brain teaser was that it shut out alot of non technical minded people. So, what do you think of an adventure game set in Northern Santa Barbara County? Instead of monsters and treasures and dying every step of the way, you would accumulate points or negative points for mistakes. You would not only need to solve the adventure to win but you would have to do so with the most points. You would have to solve the game and bring your disk(s) in so we could read the points on it.

ARKANOIDS
by Doug Hadland

The era and the time is unknown. While the mothership "Arkanoid" was destroyed, a space craft "Vaus" escaped, only to be trapped in the void...You control the Vaus and have to penetrate 32 levels and then the "Demension Changer" whom you must destroy in order to reverse time and ressurect the "Arkanoid".

Frantic action and split second timing combine to produce the most addictive and compulsive game. (Actually this is "SUPER BREAKOUT" with a twist). The game is controlled by the mouse, which moves the "Vaus Craft" left and right on the screen. The left mouse button is used to fire the laser or release the bolt when the "Catch" mode is in operation. The following are the various colored capsules that will aid you in your mission.

GREEN(C) - Enables you to catch the bolt, and move it to the desired osition yourself. LIGHT BLUE(D) - Disrupts the bolt into three seperate components thereby giving you three times the effect.

DARK BLUE(E) - widens the Venus craft giving you better chance to deflect the bolt.

YELLOW(S) - Slows down a fast moving bolt.

RED(L) - Arms your Venus craft with a laser allowing it to shoot the bricks and aliens.

GREY(P) - Awards you an extra life(New Paddle).

PINK(B) - Opens a door in lower right corner of screen, enabling you to slip to the next level.

The letters in parenthesis are marked on the capsules. As you play the game aliens will drop down as you play and create interference as you break down the brick walls. If these aliens are struck by the moving bolt or your Venus craft your score increases by 100. These aliens can drastically change the direction of the bolt when struck and can cause plenty of frustration as ou play the game.

The different colors of the bricks are worth different point values as they are struck. The gray bricks when struck, "ring" and are valueless. After they are struck the first time then they can be eliminated and are worth points. These will also speed up the movement of your playing bolt.

Gold bricks and some gray bricks can not be eliminated and therefore increase the challenge of the game. Level three for instance seems to be the most difficult to go through. Of course there my be more ahead but I am only up to level eleven.

I will offer some tips here that may or may not help a person through a game, but they do improve my score. Try to catch as many of the dropping capsules as you can. The more I catch the higher the frequency the pink and grey capsules will appear. when three bolts are in play, let two of them go right away as all three in play delays the dropping of more capsules.

These tips have help me acquire a score of 117880 pts and a level of 11. I think it had a lot of luck to do with that score. This game is very addicting and it does keep me from doing the work I am supposed to be doing (like writing this report??).

This game will keep a record of your high scores automatically, but only during your immediate play. The scores will not be written to disk so they won't be there the next time you play the game.
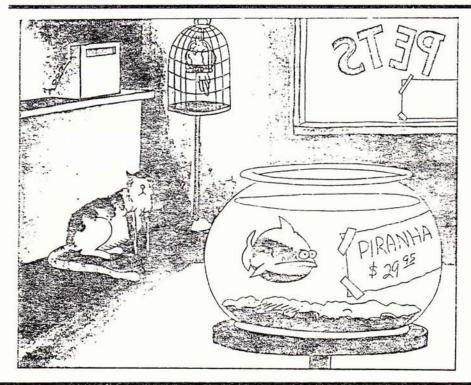
ST DOM
by Doug Hadland

The Disk of The Month for October will be a game of Mission Elevator, which I purchased at The Glendale "ATARI FEST". This is a nicely done game, in which a dective (controlled by the user) must go into a hotel and use the elevator to get to all the floors to kill all the spies or crooks lurking through the hotel.

The program is too large for a normal sized formatted single sided disk, so I am using a special format to keep the program as a single sided disk, so that everyone has a chance to purchase the disk of the month. I would recomend that those parties with double sided disks to 'file copy' the programs files to your double sided disk. There should be no problem though, for single side users as each disk made has been check out and works. The recomendations I have suggested is just an extra precaution for doublesided disk users.

ST Librarian

THIS

Space

Available

for

YOUR

Newsletter

ARTICLE

WRITE ONE

Today

Halloween TREATS at
COMPUTER CONNECTION

For the ATARI ST...

PAPERBOY	GAUNTLET
MARBLE MADNESS	BARD'S TALE
MUSIC CONTRUCTION SET	EMPIRE
SMOOTH TALKER	DELUXE PRINT II
GONE FISHING	1st LETTERS & WORDS

MAVIS BEACON TEACHES TYPING

FONTS & BORDERS disk for PrintMaster,+

RealClean Mouse Cleaner only $12.95

For the ATARI 8-BIT...

GAUNTLET   TRAILBLAZER   BOP 'N WRESTLE

800XL $79.95/new - $65.00/used

100 FLOPPY DISK HOLDER . . . now $11.50

SANTA MARIA'S ONLY ATARI OUTLET !!!

934-3655

"Could you call back, Dear? I'm de-bugging a program right now."

" HURRY DEAR. WE DON'T WANT TO BE LATE FOR CHURCH!"

©1965 by Clyde List

Portland Atari Club

P.O. Box 2286
Santa Maria, Ca.
    93455

SMLACE